

AMENDMENTS TO CLAIMS

All pending claims are reproduced below. This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims

1. (Currently amended) A method for displaying a representation of digital content, comprising:
 - monitoring user behavior while interacting with a first representation of digital content;
 - determining interaction information from the user behavior;
 - maintaining the interaction information; ~~and~~
 - deforming a second representation of digital content using the interaction information;and
 - displaying the second representation of digital content, wherein a first display condition of a first display area where the first representation is displayed is different from a second display condition of a second display area where the second representation is displayed.
2. (Currently amended) The method of claim 1, wherein deforming a second representation ~~can include~~ includes deforming an active area of the second representation.
3. (Currently amended) The method of claim 1, wherein deforming a second representation ~~can include~~ includes deforming a layout of the second representation.
4. (Original) The method of claim 1, wherein the first and second representation are of the same digital content.
5. (Original) The method of claim 4, wherein the digital content is at least one of a web page, a digital document, a digital image, an electronic book, a digital slide, and a graphical user interface.

6. (Original) The method of claim 1, wherein the second representation is scaled in relation to the first representation.
7. (Original) The method of claim 1, wherein the first representation is a representation of first digital content and the second representation is a representation of second digital content.
8. (Original) The method of claim 7, wherein the first representation is a representation of a first graphical user interface and the second representation is a representation of a second graphical user interface.
9. (Original) The method of claim 1, wherein monitoring user behavior while interacting with the first representation comprises:
 - monitoring user interaction with the first representation of digital content; and
 - determining interaction areas from the user interaction with the first representation.
10. (Original) The method of claim 9, wherein monitoring user behavior while interacting with the first representation further comprises:
 - evaluating user interaction with the interaction areas.
11. (Original) The method of claim 1, wherein monitoring user behavior while interacting with a first representation of digital content includes monitoring user behavior while interacting with at least one of a first representation of a graphical user interface, a first representation of a digital image, a first representation of an electronic book, and a first representation of a digital slide.
12. (Original) The method of claim 1, wherein maintaining the interaction information includes maintaining the interaction information with an identification of the digital content from which the interaction information was determined.

13. (Currently amended) The method of claim 9, wherein deforming the second representation comprises:

determining ~~corresponding~~ interaction areas of the second representation corresponding to the first representation;

deforming the corresponding interaction areas.

14. (Original) The method of claim 13, wherein deforming the corresponding interaction areas includes at least one of enlarging the interaction areas, applying a fisheye perspective to the interaction areas, and zooming the interaction areas.

15. (Original) The method of claim 1, wherein deforming the second representation includes applying an animation to areas of the second representation using the interaction information.

16. (Original) The method of claim 1, wherein determining interaction information from the user behavior includes determining a degree of interaction with at least one area of the first representation.

17. (Original) The method of claim 1, wherein determining interaction information from the user behavior includes determining a sequence of interaction with the first representation.

18. (Original) The method of claim 17, wherein determining a sequence of interaction with the first representation, comprises:

determining an order in which interaction areas of the first representation are selected.

19. (Original) The method of claim 1, wherein the first representation is not deformed when deforming the second representation.

20. (Currently amended) The method of claim 1, wherein the first and second representation are representations of the same digital content, and wherein:

the second representation ~~can be~~ is deformed without modifying the digital content.

21. (Original) The method of claim 1, wherein maintaining the interaction information comprises storing the interaction information at at least one of a client-side device, a server, and a proxy server.

22. (Original) The method of claim 4, wherein maintaining the interaction information comprises: adding the interaction information to a file containing data for the digital content.

23. (Currently amended) The method of claim 1, wherein:
monitoring user behavior while interacting with a first representation of digital content comprises monitoring a first user's behavior including highlighting a textual passage of content or selecting a portion of an image or document while interacting with the first representation; and
deforming a second representation of digital content using the interaction information comprises deforming a second representation presented to a second user.

24. (Currently amended) A method for presenting a representation of digital content, comprising:
monitoring user behavior while interacting with a first representation of digital content on a first device, wherein user behavior includes how often or how many times an area is interacted with or in what order a user interacts with the area;
determining interaction information from the user behavior;
maintaining the interaction information; ~~and~~
deforming a second representation of digital content on a second device using the interaction information; and
presenting the representation of digital content.

25. (Currently amended) A method for presenting digital content, comprising:
presenting a first representation of digital content on a first device;
presenting a second representation of the digital content on a second device;

monitoring user interaction with at least one of the first representation and the second representation;

determining interaction information from the user interaction, the interaction information including an identification of at least one interaction area of the first representation or second representation;

maintaining the interaction information;

deforming at least one of the first representation and the second representation of the digital content using the interaction information;

wherein said deforming step includes at least one of deforming the first representation using interaction information determined from interaction with the second representation and deforming the second representation using interaction information determined from interaction with the first representation; and

presenting the digital content.

26. (Currently amended) A method for presenting digital content, comprising:

identifying an interaction area determined to be of interest using observed user interaction which includes evaluating how often or how many times an interaction area is selected;

accepting the interaction area and the user interaction as interaction information; ~~and~~

deforming a representation of the digital content using the interaction information; and
presenting the digital content.

27. (Original) The method of claim 26, wherein the representation of the digital content is a second representation of the digital content, and wherein:

the interaction information is interaction information determined from interaction with a first representation of the digital content.

28. (Original) The method of claim 26, wherein the digital content is second digital content, and wherein: the interaction information is interaction information determined from interaction with a representation of first digital content.

29. (Original) The method of claim 28, wherein the first digital content is a first web page and the second digital content is a second web page.
30. (Currently amended) A method for determining interaction information, comprising:
monitoring user behavior while interacting with a first representation of digital content,
wherein user behavior includes how often or how many times an area is interacted with or in what order a user interacts with the area;
determining interaction information from the user behavior; and
maintaining the interaction information.
31. (Original) A method for distributing digital content, comprising:
accepting a request for digital content from a device; retrieving the digital content;
retrieving interaction information;
modifying the digital content based on the interaction information; and
transferring the modified digital content to the device.
32. (Original) The method of claim 31, wherein a representation of the digital content is deformed in accordance with the interaction information when presented on the device.
33. (Original) The method of claim 31, wherein retrieving the digital content comprises:
retrieving a copy of the digital content.
34. (Currently amended) A method for distributing digital content, comprising:
accepting a request for digital content from a device;
retrieving the digital content;
retrieving interaction information, wherein the interaction information identifies degrees or sequences of interaction with one or more areas of the digital content; and
transferring the interaction information and the digital content to the device;
wherein a representation of the digital content ~~can be~~ is deformed at the device using the interaction information.

35. (Original) The method of claim 34, wherein transferring the interaction information and the digital content to the device comprises:

transferring a first file containing the interaction information and a second file containing the digital content.

36. (Original) The method of claim 34, wherein transferring the interaction information and the digital content to the device comprises:

adding the interaction information to a file including the digital content; transferring the file to the device.

37. (Original) The method of claim 36, wherein the digital content is not modified by adding the interaction information.

38. (Currently amended) A computer ~~readable data signal embodied in a transmission~~ medium, comprising:

a code segment including instructions to monitor user behavior while interacting with a first representation of digital content;

a code segment including instructions to determine interaction information from the user behavior, wherein the interaction information includes how often or how many times an interaction area is selected;

a code segment including instructions to maintain the interaction information, wherein the instructions to maintain include logging and storing; and

a code segment including instructions to deform a second representation of digital content using the interaction information.

39. (Currently amended) A machine readable medium having instructions stored thereon that when executed by a processor cause a system to:

monitor user behavior while interacting with a first representation of digital content;
determine interaction information from the user behavior;

maintain the interaction information, wherein maintaining the interaction information includes logging and storing; and

deform a second representation of digital content using the interaction information.

40. (Currently amended) A system, comprising:

means for monitoring user behavior while interacting with a first representation of digital content;

means for determining interaction information from the user behavior;

means for maintaining the interaction information, wherein the means for maintaining include logging and storing; and

means for deforming a second representation of digital content using the interaction information.